

<u>30</u>

36

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BACKUP RAM

XY-AXIS

ACCELERATION

SENSOR

Z-AXIS

CONTACT

SWITCH

SENSOR

INTERFACE

**PROGRAM** 

ROM

34

33

32

GAME-MACHTNE

Portable

Apparatus

Game

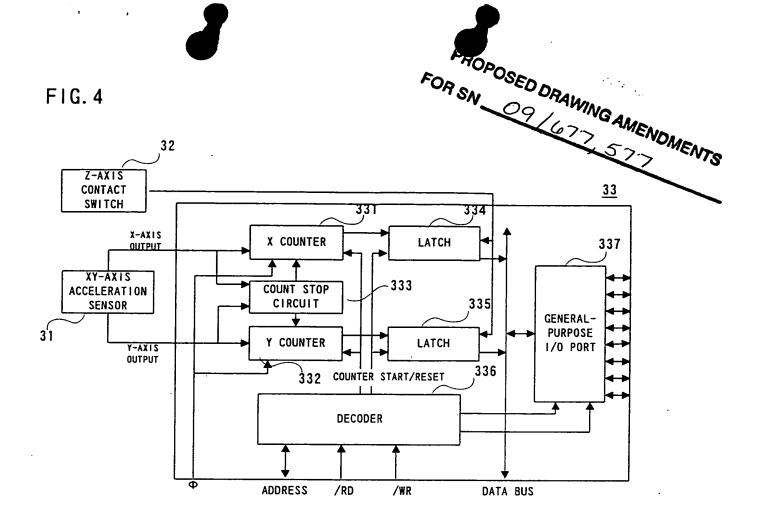
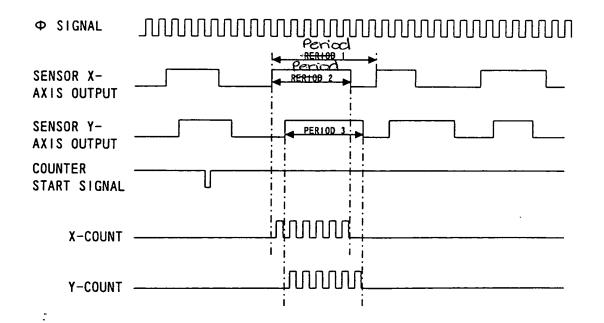
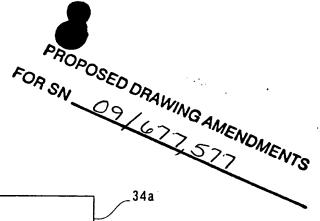


FIG. 5





	OR LEGT, CHARACTER DATA	
	OBJECT CHARACTER DATA	
	MAP DATA	34
CCELERA	TION SENSOR OUTPUT CONVERSION TABLE	
	RECOMMENDED POSITION SET TABLE	
	GAME MAP SELECT TABLE	
PLAYE	R CHARACTER MOVING TABLE	
	IN-AIR TABLE	34
	ON-FLOOR TABLE	
	ON-ICE TABLE	
	<del>UNDER WATER</del> TABLE	
	'underwater (1 word)	
NPC M	DVING TABLE	
	NORMAL POSITION TABLE	
	UPSIDE-DOWN POSITION TABLE	
L		
GAI	NE PROGRAM	
GAN	MAIN PROGRAM	7
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GAN	MAIN PROGRAM OG SET PROGRAM	
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GAN	MAIN PROGRAM  OG SET PROGRAM  NEUTRAL POSITION SET PROGRAM	34
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GAN	MAIN PROGRAM  OG SET PROGRAM  NEUTRAL POSITION SET PROGRAM  RECOMMENDED POSITION SET PROGRAM  GAME MAP SELECT PROGRAM  SENSOR OUTPUT READ PROGRAM  OBJECT MOVING PROGRAM	34



FIG. 20

# PROPED DRAWING AMENDMENTS FOR SN 09/677, 577

GAME MAP SELECT PROCESSING TABLE

Articular Particular Particular Particular

	UTILIZATION	CORRECTION	PATICULAR	PATICULAR	PATICULAR	PATICULAR-
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 2	_		_	_
VALUE X(INx)	OF CAMERA X	٠				
	COORDINATE		1			
	(Cx)					
SENSOR OUTPUT	CHANGE AOUNT	× 2	_		_	_
VALUE Y(INy)	OF CAMERA Y A COORDINATE (Cy)	mount				
Z-AXIS CONTACT	MAP DECISION	-	_	_	_	_
SW OUTPUT VALUE						
(INz)						
JAPACT INPUT	_	_	_	_	_	_
( FLAG (FS)						

*impact* 

FIG. 21

PLAYER CHARACTER MOVING TABLE (IN-AIR) Particular Particular Particular Particular

			1 mi nanai	<u>namuna</u>	- YOU IT CAREST	
	UTILIZATION	CORRECTION	PATICULAR	PATICULAT	<del>PAT I CULA</del> R	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT			_	_	_	_
VALUE X(INx)						
SENSOR OUTPUT	_	_	_	_		_
VALUE Y(INy)						
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_		-	_
SW OUTPUT VALUE	OF Z MOVING					
(INz)	ACCELERATION					
	(dAz)					
#NPACT INPUT	_	_	_		_	
/ FLAG (FS)						

**L**Impact



FIG. 22

## PROFED DRAWING AMENDMENTS FOR SN 09 / 677, 577

PLAYER CHARACTER MOVING TABLE (ON-FLOOR)

	<del></del>		Particular	Particular	Particular	Particular
	UTILIZATION	CORRECTION	PATICULAR	PATICULAR	PAT I CULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 2	1nx>20	40	-	_
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(xAb)					
SENSOR OUTPUT	CHANGE AOUNT	× 2	lny>20	40	_	_
VALUE Y(INy)	OF Y MOVING LA	lmount				
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	-		-	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION		,			
	(dAz)			:		
/INPACT INPUT	CHANGE AMOUNT	× 3	_	_	_	_
FLAG (FS)	OF XY MOVING					
	ACCELERATION					
Impact	(dAx, dAy)					

...

#### FIG. 23

PLAYER CHARACTER MOVING TABLE (ON-ICE)

			rarticular	tarticular	- Harticular	- farticula
	UTILIZATION	CORRECTION	PATICULAR	<del>PAT I CULA</del> T	PATICULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
		·	CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 3	Inx>20	60		-
VALUE X(INx)	OF X MOVING					
	ACCELERATION		i			
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	× 3	Iny>20	60	_	_
VALUE Y(INy)	OF Y MOVING CP	mount				
	ACCELERATION '	1,200				
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_	_	_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION		!			
	(dAz)					
INPACT INPUT	CHANGE AMOUNT	× 5	_	_	_	
/ FLAG (FS)	OF Z MOVING					
(	ACCELERATION	,				
Impact	(dAz)					



PROPOSED DRAWING AMENDMENTS
FOR SN 09/677,577

FIG. 24

PLAYER CHARACTER MOVING TABLE (UNDER WATER)

		·	Particular	Pacticular	- Particula	r Particula
	UTILIZATION	CORRECTION	PATICULAR	PATICULAR	PATICULAR-	PATICULAR-
	METHOD	RAT10	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	×1/2	Inx>20	60	_	_
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)					l
SENSOR OUTPUT	CHANGE AOUNT	×1/2	Iny>20	60	_	_
VALUE Y(INy)	OF Y MOVING	Amount				
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	CHANGE AMOUNT	× 1	_	_	_	_
SW OUTPUT VALUE	OF Z MOVING					
(INZ)	ACCELERATION				,	
	(dAz)					
INPACT INPUT	_	_	_	-	_	_
/ FLAG (FS)						

Impact

FIG. 25

NPC MOVING TABLE (FOR TORTOISE NORMAL POSITION)

	(,			_		_
			Particular	Particular	· Particula	r Particulo
	UTILIZATION	CORRECTION	PATICULAR	PATICULAT	PATICULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION .	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	×1/2	Inx<10	0	Inx>20	10
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	×1/2	Iny<10	0	l ny>20	10
VALUE Y(INy)	OF Y MOVING LA	mount				
	ACCELERATION					
	(dAy)					
Z-AXIS CONTACT	POSITION	_	_	_	_	_
SW OUTPUT VALUE	INVERSION					
(INz)						
HNPACT INPUT	_	_	_	_	_	_
/ FLAG (FS)		-				

Impact

PROPOSED DRAWING AMENDMENTS FOR SN 09/677, 577

FIG. 26

NPC MOVING TABLE (FOR TORTOISE UPSIDE-DOWN POSITION)

			Particular	- Particular	- Particular	-Particula
	UTILIZATION	CORRECTION	PATICULAR	PATICULAT	PATICULAR	PATICULAR
	METHOD	RATIO	CORRECTION	CORRECTION	CORRECTION	CORRECTION
			CONDITION 1	NUMBER 1	CONDITION 2	NUMBER 2
SENSOR OUTOUT	CHANGE AMOUNT	× 2	Inx>20	40	_	
VALUE X(INx)	OF X MOVING					
	ACCELERATION					
	(dAx)					
SENSOR OUTPUT	CHANGE AOUNT	× 1	lny>20	40	<del>-</del>	_
VALUE Y(INy)	OF Y MOVING CA	mount				
	ACCELERATION	, , , , , ,				
	(dAy)					
Z-AXIS CONTACT	POSITION	-	_	_	_	
SW OUTPUT VALUE	INVERSION					
(INz)						
INPACT INPUT	_	-	-	_	_ ·	_
/ FLAG (FS)						

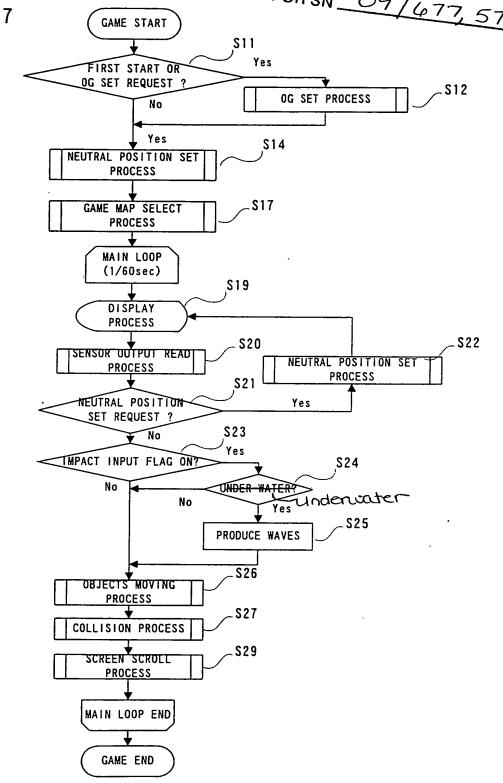
Impact





### PROPOSED DRAWING AMENDMENTS FOR SN 09/477, 577





### PROPOSED DRAWING AMENDMENTS FOR SN 09/677,577

FIG. 29

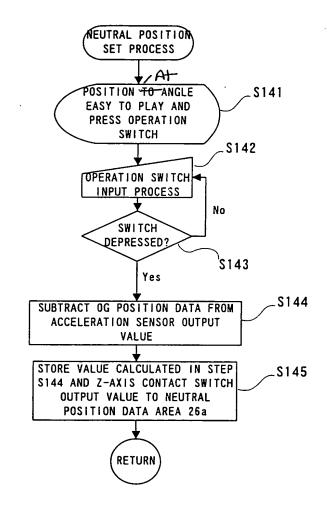
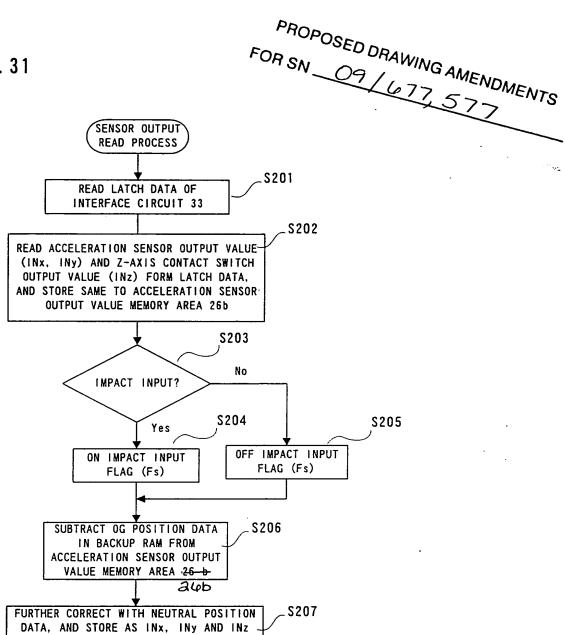






FIG. 31



FURTHER CORRECT WITH NEUTRAL POSITION
DATA, AND STORE AS INX, INY AND INZ
INTO ACCELERATION SENSOR OUTPUT VALUE
MEMORY AREA 26b

RETURN

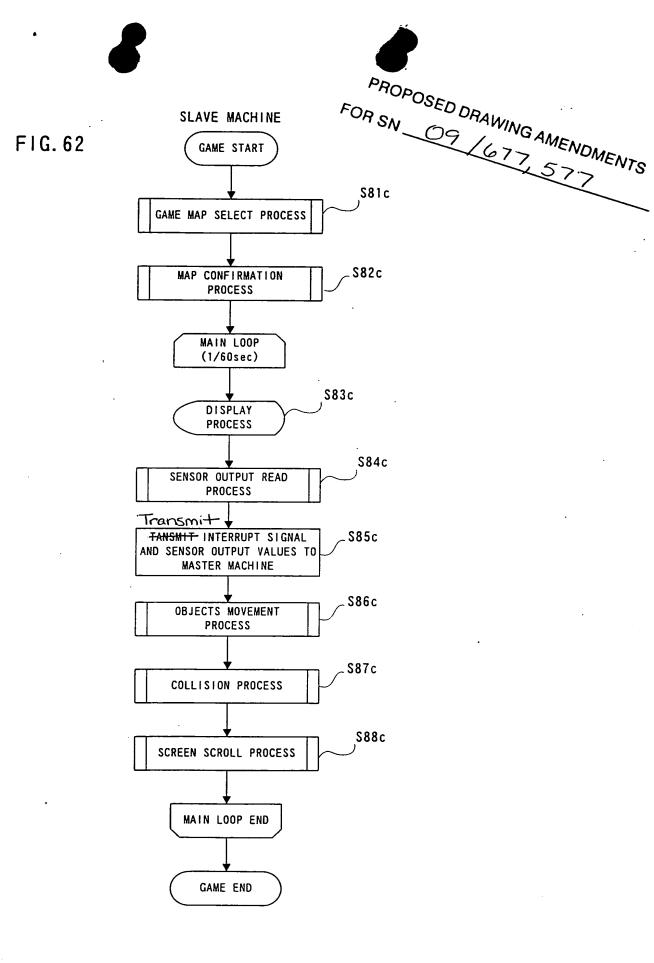




FIG. 63

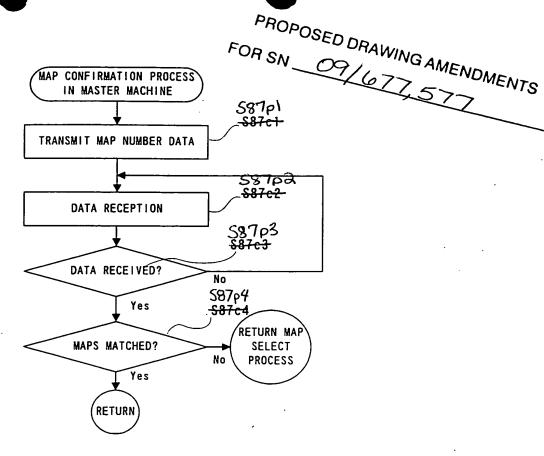


FIG. 64

